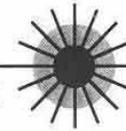




Where traditional methods and new technology MERGE



The KHz Ranging Engine (KRE)

V1.2 Description

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Introduction

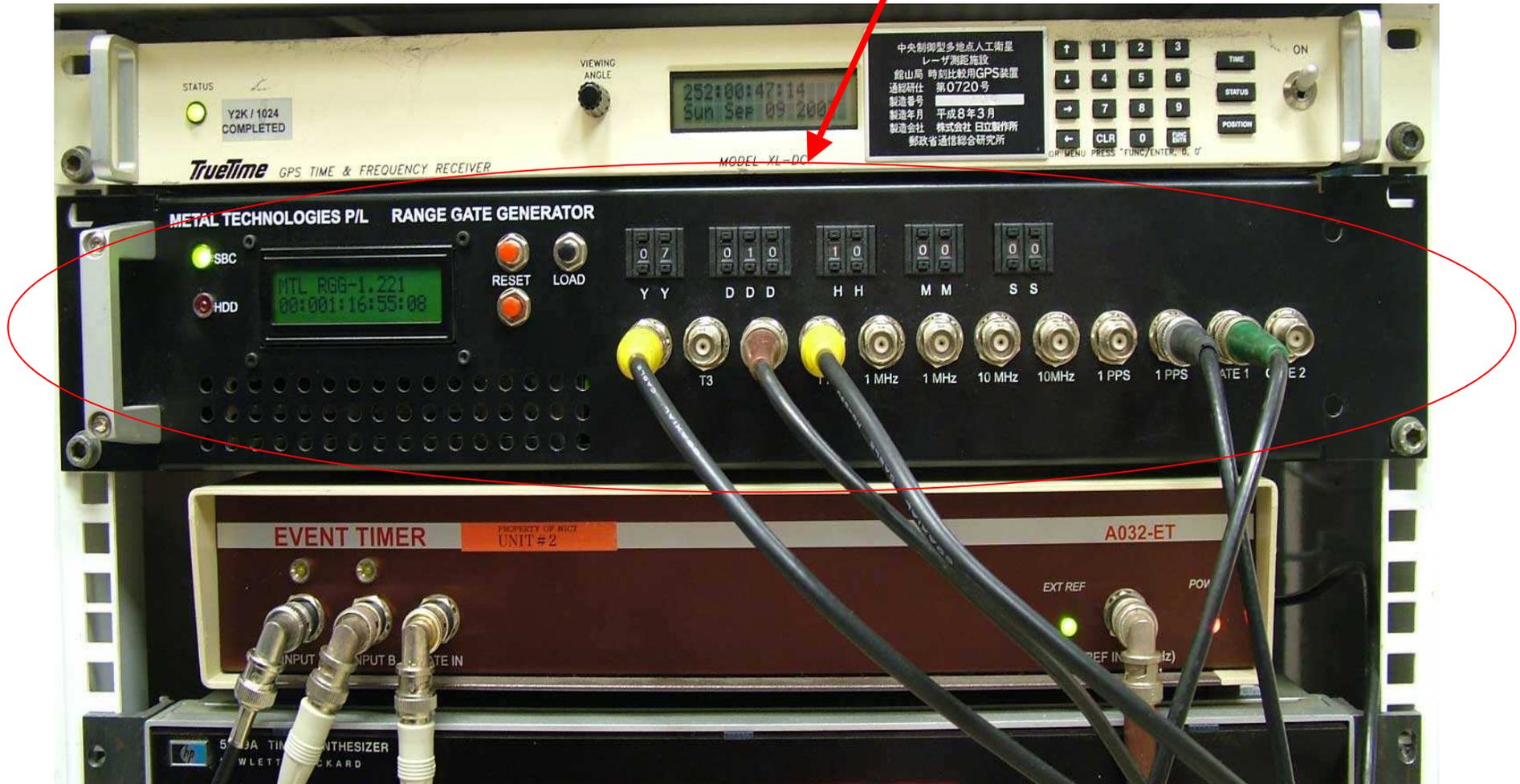
Metal Tech and NiCT have developed a KHz-capable ranging controller, principally for upgrading the SLR systems at Koganei as future path.

Key Conceptual Features:

- functionality in a variety of environments**
- access to source**
- modern and compact**
- field upgradeable**

KRE Looks :

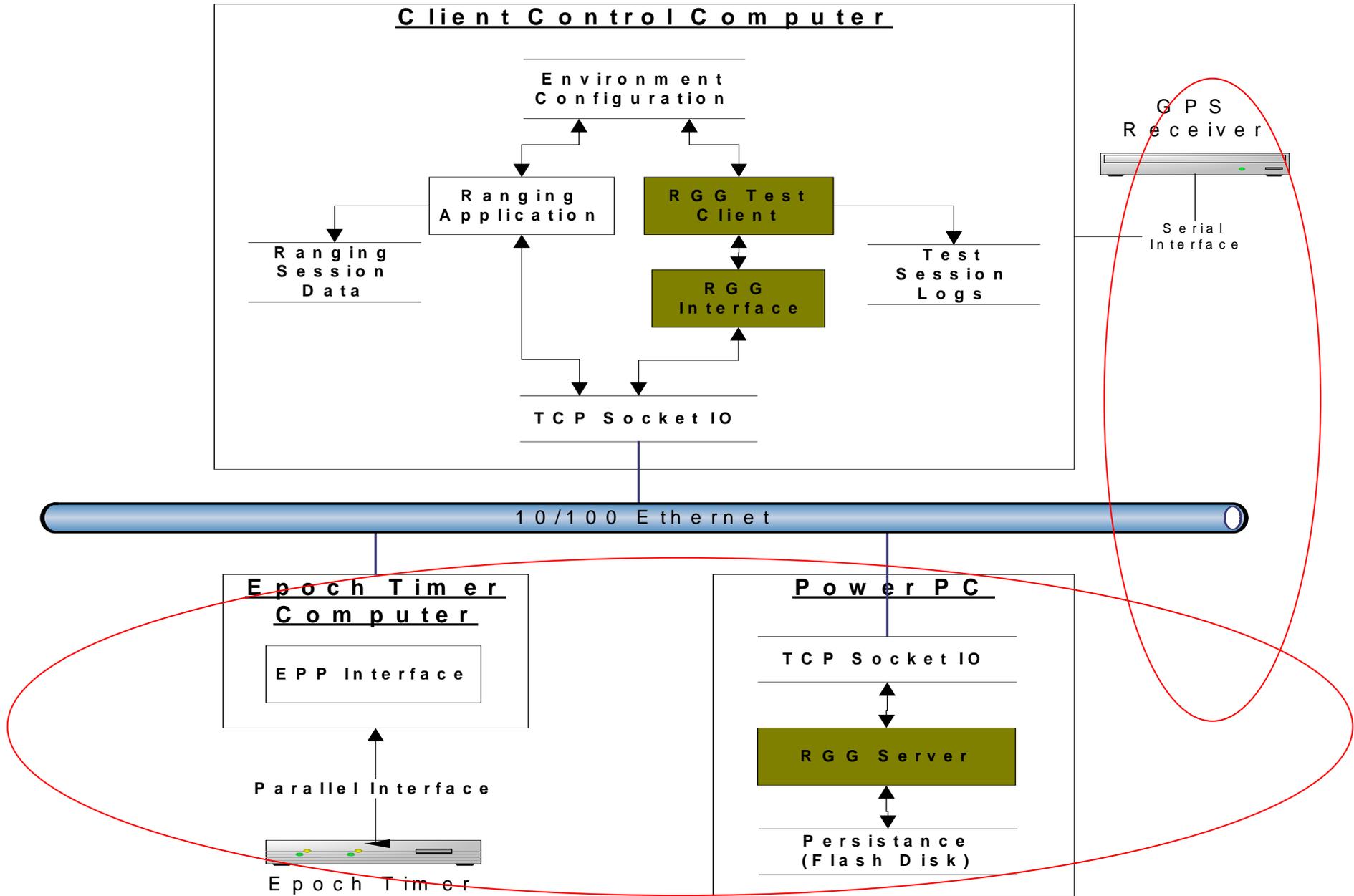
RGG



General Features

- **One box with RGG (range gate generator) and A032ET servers.**
- **Separate 100BaseT LAN communications to each server.**
- **2U high, 19” rack-mounting package.**
- **100~250VAC 45~65Hz, 1 Φ .**
- **Warm reset functions.**
- **TCP/IP communications.**

Block diagram : Communications



RGG Server Features 1 of 4

- **Implementation platform XILINX V4Fx12, test C software implemented in Virtex Power PC**
- **On-board multipliers and dividers, 500MHz base frequency, 2ns granularity on all signals**
- **Precision frequency inputs:
10MHz
1pps**
- **Signal outputs:
buffered 10MHz, 1MHz, 1pps (square)
6 sequential triggers at laser fire time (TTL)
2 range gates, config. widths & delays (NIM)**

RGG Server Features 2 of 4

- **Epoch (1pps) outputs are synchronized to UTC independent of display time.**
- **On-board linear interpolation of blocks of range information.**
- **On-board collision avoidance via laser fire delay register.**
- **RS232 serial port for diagnostic data FIFO service task runs at 200Hz**

RGG Server Features 3 of 4

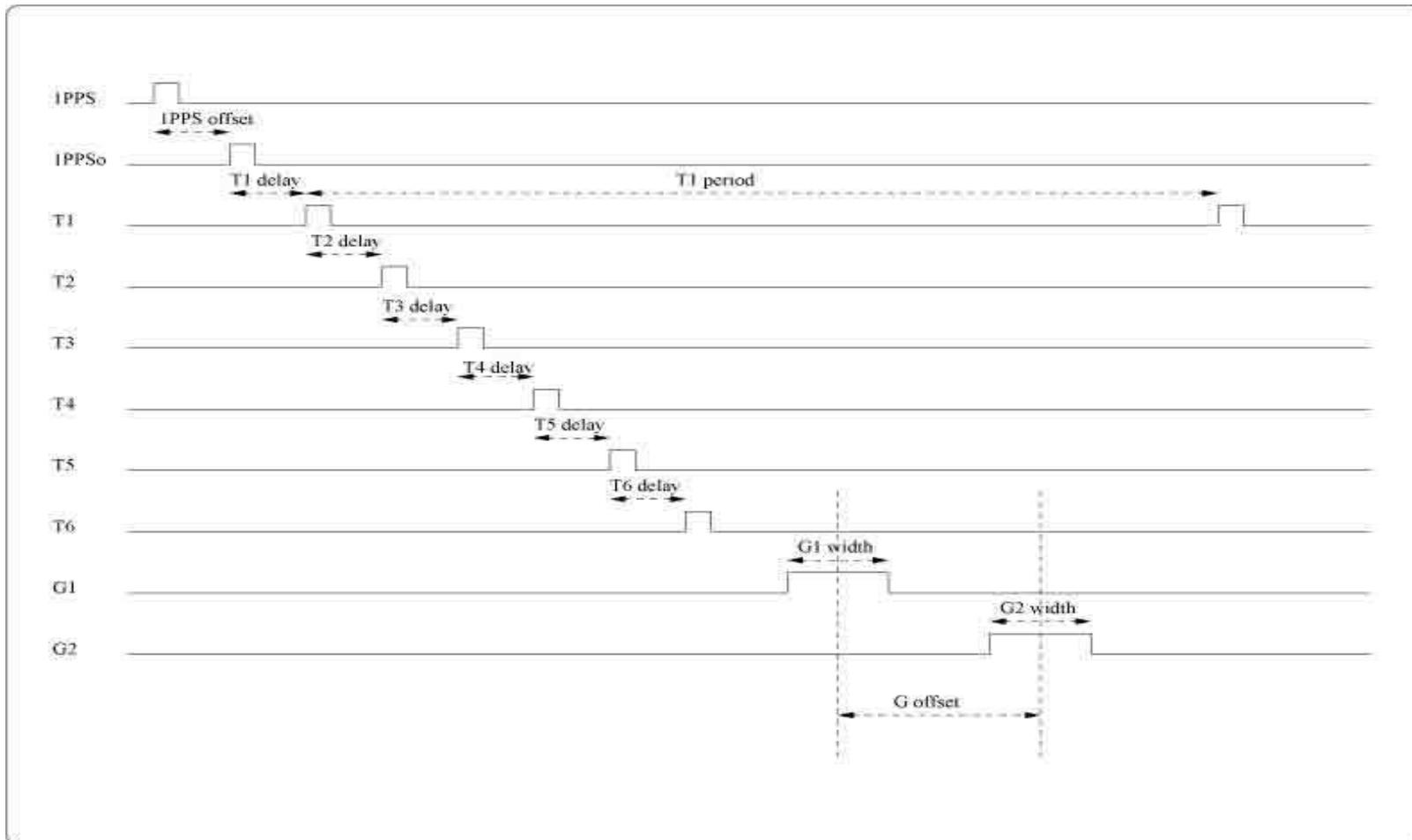
- **Range gates are epoch triggered**
- **The RGG is a sequential device, where randomness should enter via jitter in laser fire.**
- **No limitations to a multi-stop environment.**
- **Any PRF from 1Hz to 2KHz**

RGG Server Features

4 of 4

- **Interpolation is always on. Range rate is determined on board.**
- **Collision avoidance is always on.**
- **Gates are epoch triggered, no matter the range.**
- **The purpose of the two range gates is to deal with old style MCP detectors that require significant settle time after being gated on.**

Timing Chart: Triggers and Range Gate signals 1 of 1



Moving Target 1 of 1

Collision band handling



Top trace is Gate1

Bottom trace is laser fire

'scope persistence is on

ET Server Features

1 of 1

- Primary purpose is to handle the A032ET device
- Implemented on single-board PC under Linux, 60GB hard disk
- Bandwidth - can run Latvian demo mode 1 at $\geq 10\text{KHz}$
- On-board USB2.0 port accessible via server software, used for Rx controls, such as:
 - shutters
 - OD LC filter
- H-Interface implemented on Java machine support DHCP, Ping, Telnet and FTP

Collision Band handling : Efficiency

- **Collision zones are handled by a parameter controlling the allowable separation of laser fire and gate open. For the duration of the overlap, the laser fire signal is delayed, with the effect of reducing PRF.**
- **The following table show testing not exhaustive, but indicative of performance.**

Collision Band handling Efficiency

<i>PRF Hz</i>	<i>Range</i>	<i>Gate ns</i>	<i>Collision Deadband</i>	<i>%</i>
<i>.1K</i>	<i>1~42ms</i>	<i>76</i>	<i>30 μs</i>	<i>>97</i>
<i>1K</i>	<i>1~42ms</i>	<i>76</i>	<i>30 μs</i>	<i>>95</i>
<i>2K</i>	<i>1~42ms</i>	<i>500</i>	<i>65 μs</i>	<i>>90</i>
<i>2K</i>	<i>150ns</i>	<i>76</i>	<i>30 ns</i>	<i>99.9</i>
<i>1K</i>	<i>.1~1.09s</i>	<i>76</i>	<i>30 μs</i>	<i>>95</i>
<i>2K</i>	<i>.1~1.09s</i>	<i>500</i>	<i>65 μs</i>	<i>>90</i>
<i>2K</i>	<i>2.6~2.7s</i>	<i>500</i>	<i>65 μs</i>	<i>>90</i>

Limitations

1 of 2

- FIFO depth is 6000 which limits the maximum range wrt PRF and gates:

<i>PRF</i>	<i>Max Range with Gates</i>	
	<i>1or 2</i>	<i>1 & 2</i>
<i>2KHz</i>	<i>3 sec</i>	<i>1.5 sec</i>
<i>1 KHz</i>	<i>6 sec</i>	<i>3 sec</i>
<i>500Hz</i>	<i>12 sec</i>	<i>6 sec</i>

Limitations

- Increasing FIFO size requires reorganization of internal Xilinx memory.

FIFO depth is 6000 which limits the maximum range wrt PRF and gates, can do 2kHz Lunar Ranging but not Planetary.

- The RGG does not understand change of year.
- Range gate minimum width is 76ns.
- The Riga ET in Mode 1 can deal with one start and stop event. A multi-stop environment will require an ET server for each stop.
- Internal calcs can only be done with fixed-range targets.

Conclusions

- **We have created a very versatile device with few real limitations, off-loading many tedious functions from a client control computer.**
- **Only special PCB is for signal distribution, other devices are commercial products.**
- **The brains are in the VHDL firmware and software, so logic updates can be flexible for new requirement.**

Acknowledgements

- **The on-board hardware delay design for collision avoidance is based on ideas discussed at Graz in 2004.**
- **Clever contractors:**
 - Leigh Dahl is responsible for creating the electronics and firmware.**
 - Yehia Ghonim is responsible for demo software development.**